

Kurgash d'Tharashk

Orc Barbarian L3/Fighter L2

Quote: "I will break you."

STR 24 (+7)
DEX 14 (+2)
CON 15 (+2)
INT 8 (-1)
WIS 9 (-1)
CHA 11

Saves:

Fort +8
Ref +3
Will +0

Init: +2
Move: 50'
BAB: +5 (melee +12, missile +7)
AC: 18 (16 raging)
Action Points: 6
HP: 49

Languages: Orcish, Common
Alignment: Neutral

Racial Abilities:

Darkvision
Light Sensitivity

Equipment:

Carried

- Masterwork Byeshk Greataxe
- Axe, Throwing
- Composite Shortbow, Str +5

Worn

- Chain Shirt +1, Spiked (+5 AC, AP -1)
- Ring of Protection +1
- Gauntlets of Ogre Power (+2 STR)
- Boots of Striding and Springing
- Cape of black camel hair, lion mane trim
- Big floppy hat to keep sun out of eyes
- Dragon amulet
- Feather Fall Talisman
- Eye-shaders (-1 Spot, no sun penalty)

Backpack

- Bedroll
- Winter blanket
- Fishing gear
- Pewter tankard (large, lewdly decorated)

Skills:	Ranks	Stat	Misc	Total
Climb	+2	+7	-1	+8
Intimidate	+7	-	-	+7
Jump	+2	+7	+4	+13
Listen	+3	-1	-	+2
Survival	+4	-1	-	+3
Swim	+2	+7	-1	+8

Class Abilities:

Rage (3/day, 7 rounds) - +4 STR, +4 CON, +2 Will, -2 AC, HP +10
Fast Movement - +10'
Uncanny Dodge - retain DEX bonus to AC when flat-footed
Trap Sense +1

Feats:

Extra Rage (+2/day)
Power Attack
Cleave
Intimidating Rage

- Clay jug of ale
 - Masterwork Manacles x2
 - 15' Silk Rope
 - Iron Rations (full to brim)
- #### Belt pouch
- Whetstone
 - Knife
 - Flint and steel
 - Identification Papers
 - Looking Glass (+4 to Spot at a distance)
 - Antitoxin Potion x2
 - Potion of Bull's Strength
 - Smokestick
 - Alchemist's Fire
 - Acid
 - Tanglefoot bag
 - Thunderstone
 - Potion of Tingliness
 - Potion of Cure Moderate Wounds

<u>Attacks:</u>	Normal		Raging		Current		Crit	Special
	Hit	Dmg	Hit	Dmg	Hit	Dmg		
Greataxe:	+13	1d12+10	+15	1d12+13			x3	w/buckler
Throwing Axe:	+7	1d6+7	+7	1d6+9			x2	10'
Armor Spikes:	+12	1d6+7	+14	1d6+9			x2	
Shortbow:	+7	1d6+5	+7	1d6+5			x3	60'

Background:

Kurgash's family has been House Tharashk members for generations. They all served as guards to the House. He and his family were assigned to the prospecting hamlet of Gulku Fen while Grenville d'Tharashk's family was heading it up as House factor. Their role was to guard the factor and dragonshards proper, scout, and liaise with the local Orc clans that provided more substantial protection to the community. In this way Kurgash and Grenville grew to know each other as lads. Kurgash spent some of his time with the orc clans as well to learn the "old ways". The clan's wise man was a Gatekeeper and told him many myths and legends, and gave him an odd amulet depicting three interlocked dragons with a bit of Eberron dragonshard in it..

At some point, there was an unexpected night attack by a single dolgaunt. Young Kurgash and his father fought the thing, protecting the factor's family. Kurgash got owned, knocked out, and tossed into the swamp to drown; his father fell in combat while killing the foul thing. Young Grenville used his dragonmark power to find Kurgash by envisioning his unique dragon-medallion, and they drug him out from under the muck and revived him. That's why he's loyal to Grenville.

Shortly thereafter Grenville was apprenticed to a wandering bard, and Kurgash, still not of age, went to learn the arts of the barbarian with the orc clan. He learned more about the Gatekeeper faith and became a fierce warrior, even making a brief journey into the Demon Wastes and meeting with the Gaash'kala there before being fully of age and coming back to House Tharashk and seeking out service with Grenville.

The death of his two comrades, Xim and Silharath, at the hands of a gibbering moulder, renewed his resolve to support the Gatekeepers and keep aberrations and other spawn of the daelkyr out of Eberron. Kurgash traveled with Grenville and the others to the great city of Sharn, which turns out to be host to otherworldly threats evil and benign. There they made new comrades - Solnar the dwarven artificer, Doc the warforged cleric, and Ashe the chain-wielding maniac. Ashe unfortunately bravely met his end holding off a wicked sorcerer, which Kurgash feels vaguely guilty about since the half-elf was taking point.

Quirks:

Counts out all purchases in silver pieces, avoids larger denominations.

Will only drink from his own tankard.

Hates being cold.

Unswervingly loyal to Grenville.

Weird religious beliefs that are an amalgamation of Gatekeeper druidism and some dragon-cultism of Vvarrak the Scaled Apostate combining into a kind of Eberron dragon-worship.

Cash: 3157 gp, 44 sp, 2 cp

Large Greataxe +1 back at home

XP: 14,662

Next: 15,000

Progression:

Level	Classes	Feats	Skills	Stats
L6	Bar4/F2	Improved Bull Rush	Intimidate +1, Survival +2	
L7	Bar4/F2/Brute1		Intimidate +1	
L8	Bar4/F2/Brute2		Intimidate +1	Con +1
L9	Bar4/F2/Brute3	Imp Toughness/Raging Luck	Intimidate +1	
L10	Bar4/F2/Brute4		Intimidate +1	
L11	Bar4/F2/Brute5		Intimidate +1	
L12	Frenzied Berserker?	Hulking Hurler? ?		Wis/Cha?

Cool stuff to get:

Amulet Natural Armor +1 (2000 gp list)
Cloak Resistance +2 (4000 gp list)
Adamantine Handaxe (3000 gp list)
+2 armor (4000 gp list)
+1 axe (2000 gp list)
+2 axe (8000 gp list)